NES-BW-USA

HUDSON SOFT®

BOMBERMAN II™

INSTRUCTION MANUAL

BOMBERMAN II™

THANK YOU!

YOU HAVE JUST MADE A PERFECT CHOICE BY SELECTING AND PURCHASING THIS QUALITY HUDSON SOFT PRODUCT.

Thanks for choosing "Bomberman II". In order to insure your complete enjoyment of this game, we recommend that you read the manual carefully and follow its instructions and suggestions.

HUDSON SOFT®

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WARNING

Follow these suggestions to keep your Bomberman II Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dustfree by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!

Do not use a front or rear projection television with your Nintendo Entertainment System® ["NES"] and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Persons who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: dizziness, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and convulsions.

IT'S A BLAST

The **Normal Mode** (1- Player), action begins as Bomberman's evil twin pulls a bank heist! He sets up our hero in a frame for the dastardly deed. As the story unfolds, the true Bomberman is whisked off to jail! Is he done for?

Not likely! Proving that no cell can hold him, Bomberman sets off to blast out of the vermin filled jail and put the real culprit behind bars. Multiple levels of intense play await you in this riveting action/maze style adventure!

In the **VS Mode** (2- Players), you'll go head-to-head against a friend in 2- Player simultaneous play action!

The **Battle Mode** (3- Players), has extra features that are not found in the 2- Player version!

Whichever mode of play you choose, Bomberman II offers intense, pulse-pounding excitement for every member of your family.

GETTING STARTED

Insert the Bomberman II Game Pak into your Nintendo Entertainment System. Turn the power switch on. Push the **Start** button to begin the game. Use Controller #1 for the Normal Mode. Use controller #2 for the VS Mode. To play the Battle Mode, you need the **Four Score™** unit (purchased separately) as well as a third controller. Refer to the instruction manual that comes with the Four Score™ for setting up the 3-Player Battle Mode.

The title screen appears with the choices of play modes and Continue. Use Continue to insert passwords for the Normal Mode that you have received from previous gaming sessions.

GETTING STARTED CONTINUED

The Controller:

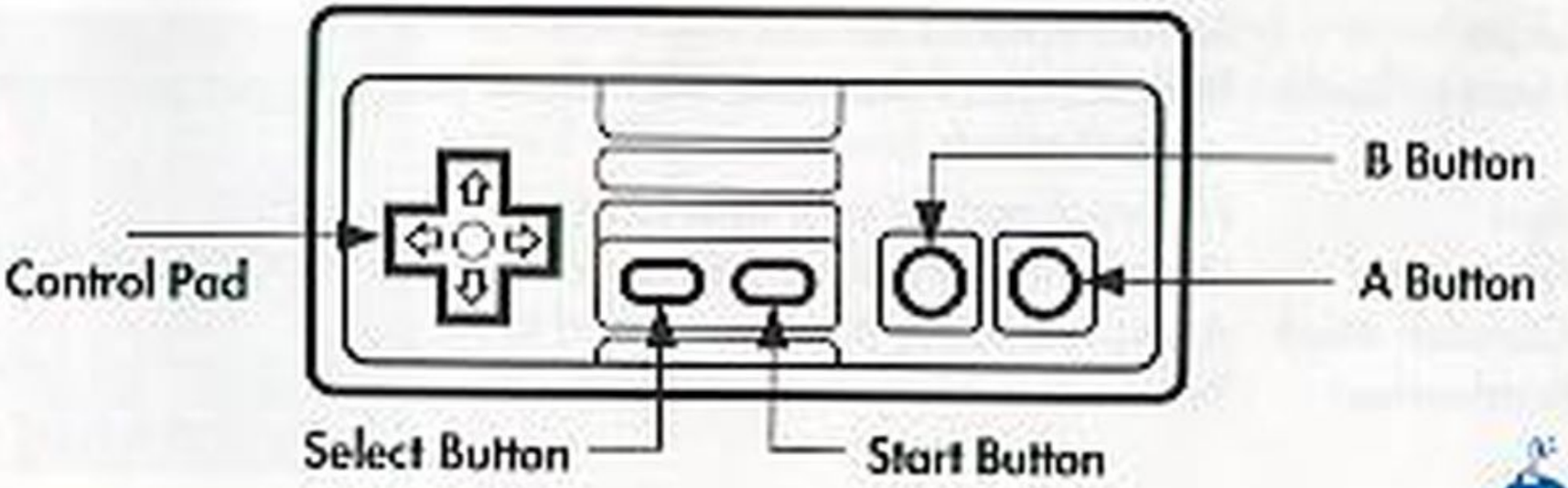
Note: The functions are universal for all three modes of gameplay. It takes little time to learn how to be a proficient Bomberman, yet true mastery may take you a while...

Control Pad: Moves Bomberman up, down, left and right.

A Button: Press to drop a bomb.

B Button: Press to use the remote control detonator. (Normal Mode only)

Start Button: Start, Pause/Unpause the game.



HOW TO PLAY

Normal Mode: Begin this game with one small bomb in your arsenal. As you progress through the levels, collect hidden items that add to your firepower. Blast away walls to reveal exit doors and bonus items. You cannot leave an area until you have eliminated all monsters! Every level has at least one bonus item. If you have destroyed all of the enemies and still have time on your clock, look for the bonus item.

Listed below are the bonus items and their functions:

Dollar Sign	Retrieves stolen loot. (Bonus points)
Bomb	Adds one bomb to your supply.
Flame Face	Extends your bomb's blast one square.
Wall Pass	Walk through semi-permanent walls.
Bomb Pass	Walk through bombs that you have set.
Skate	Speeds up Bomberman.
Heart w/Bomb	Remote control detonator. This allows you to trigger your bomb's explosions!
Vest	Fireproof against your own blast (one time only).
Flameproof	(Man in fire symbol) Temporary immunity from your bomb's explosions!
Question Mark	A surprise bonus item is awarded to you.
Bomberman	You need this to gain access to the Bonus Round.

HOW TO PLAY CONT.

If you lose a life, you will still retain the extra bombs and flames that you had previously collected. You'll need to find the other items, however, in future levels. If you lose all of your lives you are given a choice between Continue and End. Continue brings you back to the last level that you achieved. A password is shown at the bottom of the screen. This password allows you to enter at a later time the last level you achieved. Write down your passwords for future use in the space provided at he end of this manual.

Hidden Bonus Rounds

These are entered only after you have uncovered a Bomberman symbol on the playing field. You are completely immune to all bomb blasts and enemy attacks. The object here is to destroy as many monsters as possible in the limited time you are given. You can earn an extra life by quickly blasting a sprinting "enemy" Bomberman! If you miss him on his first pass you'll still get a second shot at him!

COMBAT MODES

In the **VS Mode** and the **Battle Mode** the object is to survive. To do this, use the skills that you've learned playing the **Normal Mode** against your opponents! There are items to be found in these games that make you more powerful - but you have to retrieve them before your opponent does!

Start the **VS Mode** (2- Player) with 2 bombs at medium strength. The only items you can find are the extra bombs and flame faces. By the time you reach the other person's Bomberman, you should have uncovered a few items.

Start the **Battle Mode** (3- Player) with one bomb at minimum strength. The gameplay is similar to the **VS Mode** but with two different additions:

1. You can select how many games go into a match (from 1- 5).
2. Skull items are found in this mode. If your Bomberman touches an exposed skull, he is poisoned. Any number of nasty side-effects can occur (for example: super slow down, hyper speed, etc.). If you touch another Bomberman while yours is poisoned, they become infected too.

PASSWORDS

LIMITED WARRANTY

Hudson Soft USA, Inc. ("Hudson") warrants to the original purchaser of this Hudson software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of (90) days from the date of purchase. This Hudson software program is sold "as is", without express or implied warranty of any kind, and Hudson is not liable for any losses or damages of any kind resulting from use of this product.

Hudson agrees for a period of (90) days to either replace, at its option, free of charge, any Hudson software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not acceptable to normal wear and tear. This warranty shall be void if the defect in the Hudson software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE HUDSON. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL HUDSON BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS HUDSON SOFTWARE PRODUCT.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty does give you specific rights, and you may also have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FFC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

*Reorient the receiving antenna
*Relocate the NES with respect to the receiver
*Move the NES away from the receiver
*Plug the NES into a different outlet so that the computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

FOR PARENTS ONLY

For those of you who have children that are a little too enthusiastic about video games, we offer **Master Higgins 10 Tips For Reponsible Play.** This free pamphlet has guidelines for you to work creatively with your children around the issue of their video gaming hobby.

To get a free copy, fill out and return the coupon below to

Hudson Soft USA, Inc.
Responsible Play Pamphlet
400 Oyster Point Blvd., Suite 515
So. San Francisco, Ca 94080

Yes. Please send me Master Higgins 10 Tips For Responsible Play!

Name _____

Address _____

City _____ State _____ Zip _____

NOTES

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